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Nimhe

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Nimhe (Zerrikani dialect: *Venom*) is a potion of medium toxicity that can be considered the opposite of Twymder, as it helps the witcher survive in particularly hot areas. It was developed by the alchemists in the School of the Manticore to assist witchers in their journeys protecting Zerrikanian merchant caravans and emissaries across the desert between the matriarchy and the Northern Kingdoms.

Contents [hide]

1. Brewing
2. Effects
3. Side Effects
4. Notes
5. Image Credits

Nimhe

Information

Ingredients	Aether Basilisk´s venom glands Hydragenum Rose cactus
Base	Zerrikanian Spirit
Toxicity	Medium
Duration	8 hours

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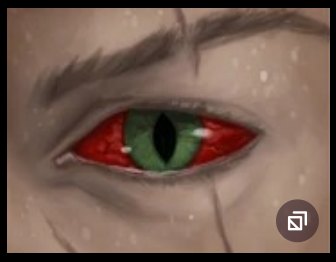
Brewing

- **Combine Base Ingredients**: In a large mortar and pestle, carefully crush the basilisk venom glands into a fine powder. It is recommended to perform this crushing over a separate, non-alchemical mortar to avoid contamination.
- **Add Aether and Hydragenum**: Pour the vials of pure aether and hydragenum into the mortar along with the powdered basilisk venom glands. Using the pestle, thoroughly combine all three ingredients into a smooth paste.
- **Extract Rose Cactus Sap**: While wearing thick gloves and protective clothing, carefully extract sap from a mature rose cactus. The spines of the rose cactus can cause irritation, so handle it with care. Add the extracted sap to the mixture in the mortar.
- **Incorporate Zerrikanian Spirit**: Slowly pour the bottle of high-quality Zerrikanian Spirit into the mortar, continuously stirring the mixture to ensure even distribution. The Zerrikanian Spirit will act as the base for the potion.
- **Distill and Purify**: Transfer the concoction into an alembic still. Heat the still gently and collect the resulting vapor in a separate vial. This distillation process purifies the potion and removes any unwanted impurities.
- **Storage**: Pour the finished Nimhe potion into a labeled vial or flask made from heat-resistant glass. Store the potion in a cool, dark place until needed.

Effects



Nimhe potion effect in the witcher´s eyes

Increased Heat Tolerance: Nimhe significantly raises the witcher's tolerance to extreme heat, allowing them to operate for extended periods in terrains like scorching deserts without succumbing to heatstroke or exhaustion.

Sweating Reduction: The potion reduces excessive sweating, helping the witcher conserve precious bodily fluids in hot environments.

Enhanced Stamina: Nimhe provides a mild boost to stamina regeneration, counteracting the fatigue brought on by exertion in intense heat.

Sunburn Protection: Nimhe offers some protection against sunburns by bolstering the skin's resistance to UV radiation, preventing painful and distracting burns.

Side Effects

- **Dehydration Risk:** While reducing sweating, Nimhe can mask the body's natural thirst cues. Witchers must be vigilant about staying hydrated even when feeling less sweaty.
- **Lightheadedness**: The rapid changes in body temperature caused by the potion might lead to temporary dizziness or lightheadedness, especially when first consumed.
- **Tolerance Buildup**: With repeated use over a short period, the body can develop a tolerance to Nimhe's effects, reducing its effectiveness.

Notes

- Article free to expand by other users.

Image Credits

- *Nimhe potion effect in the witcher's eyes* by Pukeiart.

Trivia

- Nimhe means "venom" in Scottish Gaelic.
- This article was inspired by this blog post of user Buttercup in The Witcher Amino.

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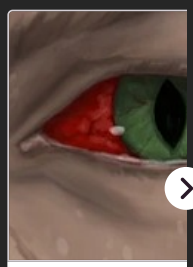

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